

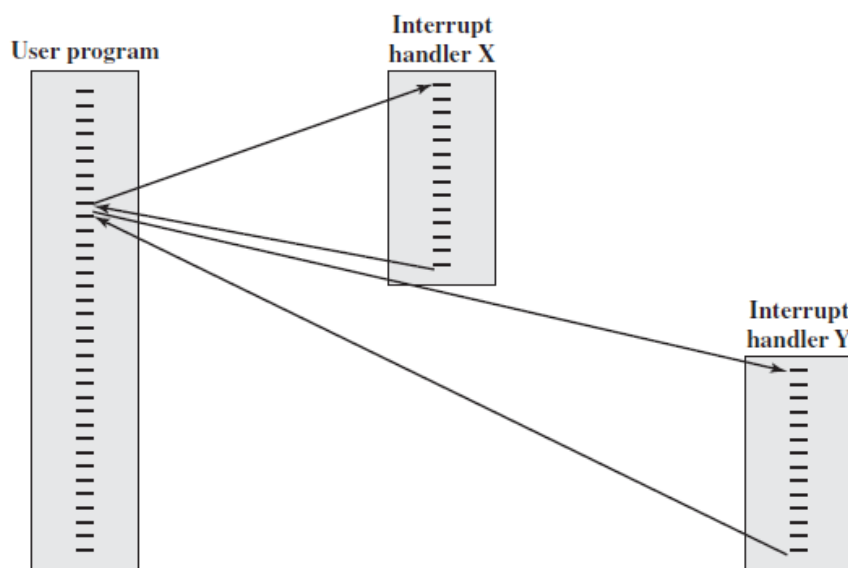
Chapter 3

Top Level view of Computer Functions and Interconnections

Multiple Interrupts

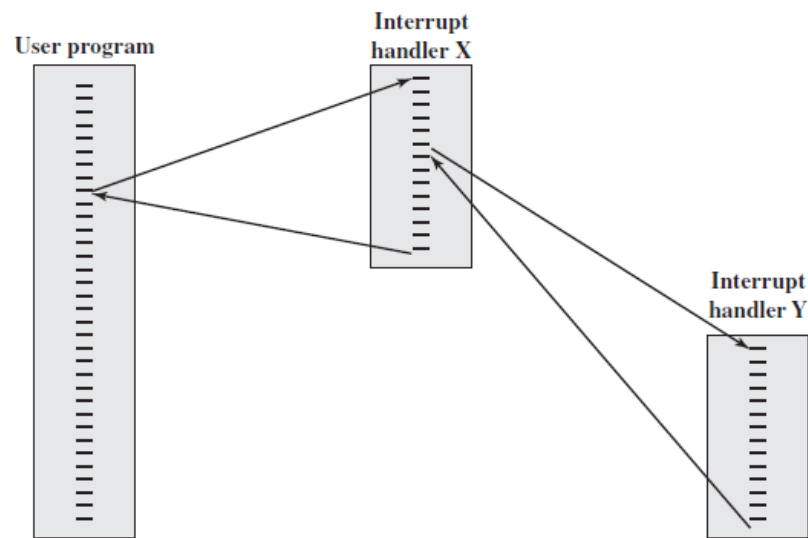
- **Disable interrupts**
 - Processor will ignore further interrupts whilst processing one interrupt
 - Interrupts remain pending and are checked after first interrupt has been processed
 - Interrupts handled in sequence as they occur
- **Define priorities**
 - Low priority interrupts can be interrupted by higher priority interrupts
 - When higher priority interrupt has been processed, processor returns to previous interrupt

Multiple Interrupts - Sequential



(a) Sequential interrupt processing

Multiple Interrupts – Nested



(b) Nested interrupt processing

Time Sequence of Multiple Interrupts

Communications priority > Disk > Printer

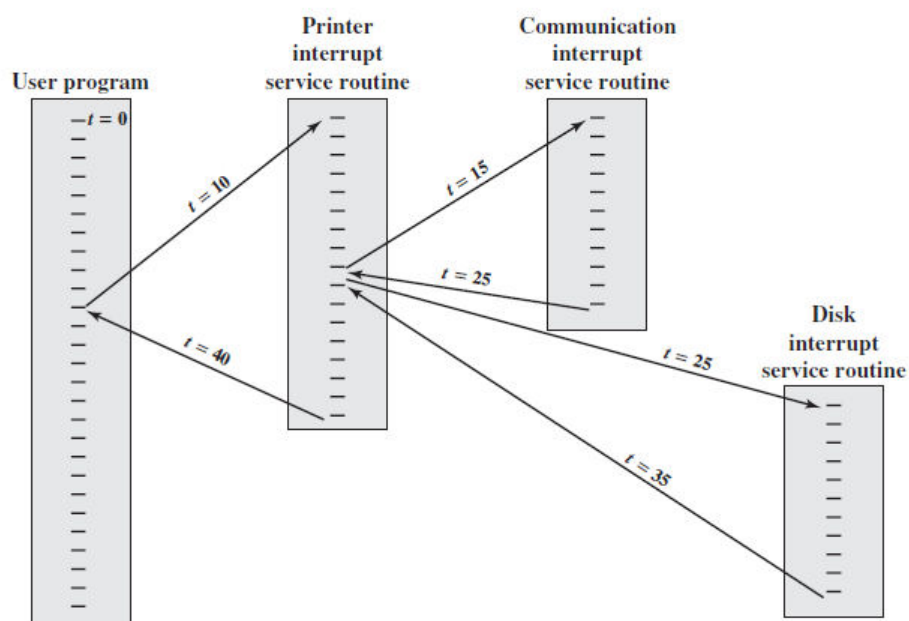
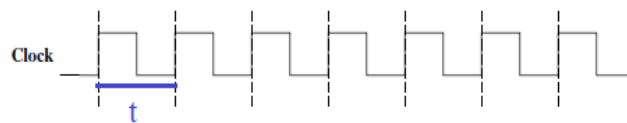


Figure 3.14 Example Time Sequence of Multiple Interrupts

Clock speed and instructions per second

- Quarts crystal generates high frequency signal → frequency is f
- 1GHz processor receives 1 billion pulse every second --- clock rate
- One pulse is clock cycle
- The time between pulses is the cycle time : $t = 1/f$
- One instruction takes several cycles



Instruction execution rate

- I_c is instruction count in one program
- CPI_i cycle per instruction for instruction type i
- Different instructions require different cycles

- Overall CPI is

$$CPI = \frac{\sum_{i=1}^n (CPI_i \times I_i)}{I_c}$$

Program time

The processor time T needed to execute a given program can be expressed as

$$T = I_c \times CPI \times \tau$$

A common measure of performance for a processor is the rate at which instructions are executed, expressed as millions of instructions per second (MIPS), referred to as the **MIPS rate**. We can express the MIPS rate in terms of the clock rate and CPI as follows:

$$\text{MIPS rate} = \frac{I_c}{T \times 10^6} = \frac{f}{CPI \times 10^6}$$

Example

- $F = 2.5 \text{ GHz}$
- 30 add operation with $CPI=5$
- 15 multi operation with $CPI=11$
- 7 load operation with $CPI=9$
- 6 divide operation with $CPI=13$

$$I_c = 30 + 15 + 7 + 6 = 58$$

$$CPI = (30 \times 5 + 15 \times 11 + 7 \times 9 + 6 \times 13) / 58$$

$$CPI = 7.86$$

$$t = 1/f = 1/(2.5 \times 10^9) = 0.4 \times 10^{-9} \text{ sec}$$

$$T = 58 \times 7.86 \times 0.4 \times 10^{-9} = 182.4 \times 10^{-9}$$

example

F=400 MHz

Instruction Type	CPI	Instruction Mix
Arithmetic and logic	1	60%
Load/store with cache hit	2	18%
Branch	4	12%
Memory reference with cache miss	8	10%

The average CPI when the program is executed on a uniprocessor with the above trace results is $CPI = 0.6 + (2 \times 0.18) + (4 \times 0.12) + (8 \times 0.1) = 2.24$. The corresponding MIPS rate is $(400 \times 10^6) / (2.24 \times 10^6) \approx 178$.

Example

- For the multi-cycle MIPS
 - Load 5 cycles
 - Store 4 cycles
 - R-type 4 cycles
 - Branch 3 cycles
 - Jump 3 cycles
- If a program has
 - 10% load instructions
 - 20% store instructions
 - 50% R-type instructions
 - 8% branch instructions
 - 2% jump instructions

- what is the CPI?

$$CPI = 5 \times 0.10 + 4 \times 0.20 + 4 \times 0.50 + 3 \times 0.08 + 3 \times 0.02 = 3.6$$